

Character Name _____ Player _____

Class _____ Yes ☐ No ☐ Heuristic Processor _____ Character Level _____ Class Level _____

Yes ☐ No ☐ Male ☐ Female ☐ Vocabulator _____ Personality _____ Height _____ Weight _____ Manipulator _____



DROID RECORD SHEETS

	Score	Modifier	[Temp] Score	[Temp] Mod	Total	Current	Total	Current	Vitality Die
STR Strength									
DEX Dexterity									
CON Constitution									
INT Intelligence									
WIS Wisdom									
CHA Charisma									
VITALITY									
DEFENSE									
SPEED									
Base Attack Bonus									
Chassis									
WOUNDS									
INITIATIVE Modifier									
REPUTATION									

=10+ or + + + + +

Class Bonus (Equip Bonus) Dex Mod Size Mod Misc Bonus Armor Check Penalty

= +

Dex Bonus Misc Bonus

Saving Throws

FORTITUDE [Constitution] Total = Base Save + Ability Mod + Misc Mod

REFLEX [Dexterity] Total = Base Save + Ability Mod + Misc Mod

WILL [Wisdom] Total = Base Save + Ability Mod + Misc Mod

MELEE Attack Bonus Total = Base + STR Mod + Size Mod + Misc Mod

RANGED Attack Bonus Total = Base + DEX Mod + Size Mod + Misc Mod

WEAPON

		Total Attack Bonus	Damage	Critical
Range	Weight	Type	Size	Special Properties

WEAPON

		Total Attack Bonus	Damage	Critical
Range	Weight	Type	Size	Special Properties

WEAPON

		Total Attack Bonus	Damage	Critical
Range	Weight	Type	Size	Special Properties

Armor /Protective Item

Type	Armor Bonus	Max Dex Bonus
Check Penalty	Speed	Weight

SKILLS		MAX RANKS			
Cross Class	Skill Name	Key Ability	Ability Mod	Ranks	Misc Mod
<input type="checkbox"/>	Appraise †	INT	+	+	=
<input type="checkbox"/>	Astrogate	INT	+	+	=
<input type="checkbox"/>	Bluff †	CHA	+	+	=
<input type="checkbox"/>	Climb #	STR*	+	+	=
<input type="checkbox"/>	Computer Use †	INT	+	+	=
<input type="checkbox"/>	Craft †	INT	+	+	=
<input type="checkbox"/>	Demolition	INT	+	+	=
<input type="checkbox"/>	Diplomacy †	CHA	+	+	=
<input type="checkbox"/>	Disable Device	INT	+	+	=
<input type="checkbox"/>	Disguise †	CHA	+	+	=
<input type="checkbox"/>	Entertain †	CHA	+	+	=
<input type="checkbox"/>	Escape Artist †	DEX*	+	+	=
<input type="checkbox"/>	Forgery †	INT	+	+	=
<input type="checkbox"/>	Gather Information †	CHA	+	+	=
<input type="checkbox"/>	Handle Animal	CHA	+	+	=
<input type="checkbox"/>	Hide †	DEX*	+	+	=
<input type="checkbox"/>	Intimidate †	CHA	+	+	=
<input type="checkbox"/>	Jump #	STR*	+	+	=
<input type="checkbox"/>	Knowledge	INT	+	+	=
<input type="checkbox"/>	Knowledge	INT	+	+	=
<input type="checkbox"/>	Listen #	WIS	+	+	=
<input type="checkbox"/>	Move Silently †	DEX*	+	+	=
<input type="checkbox"/>	Pilot†	DEX	+	+	=
<input type="checkbox"/>	Profession	WIS	+	+	=
<input type="checkbox"/>	Read/Write Language	None			
<input type="checkbox"/>	Read/Write Language	None			
<input type="checkbox"/>	Repair	INT	+	+	=
<input type="checkbox"/>	Ride †	DEX	+	+	=
<input type="checkbox"/>	Search #	INT	+	+	=
<input type="checkbox"/>	Sense Motive †	WIS	+	+	=
<input type="checkbox"/>	Slight of Hand	DEX*	+	+	=
<input type="checkbox"/>	Speak Language	None			
<input type="checkbox"/>	Speak Language	None			
<input type="checkbox"/>	Spot #	WIS	+	+	=
<input type="checkbox"/>	Survival †	WIS	+	+	=
<input type="checkbox"/>	Swim †	STR	+	+	=
<input type="checkbox"/>	Treat Injury †	WIS	+	+	=
<input type="checkbox"/>	Tumble	DEX*	+	+	=
<input type="checkbox"/>			+	+	=
<input type="checkbox"/>			+	+	=
<input type="checkbox"/>			+	+	=
<input type="checkbox"/>			+	+	=
<input type="checkbox"/>			+	+	=
<input type="checkbox"/>			+	+	=

Skills marked # can be used untrained (0 skill ranks). * Armor check penalty, if any, applies.
Skills marked † can be used untrained (0 skill ranks) with a heuristic processor installed.

UNSPENT SKILL POINTS

